Check Out the Ever-Growing

LEAPSTER™

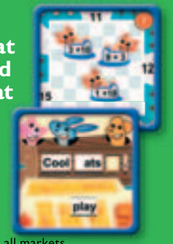
Multimedia Learning System Library!

Kindergarten

Welcome to Carnival Marvel! Step right up to play 6 learning games that teach over 45 essential reading and math skills for kindergarten.

1st Grade

Join Leap, Lily and Tad at the Beach Boardwalk, and play 6 learning games that teach over 70 essential reading and math skills for 1st grade.



Actual covers may vary. All titles may not be available in all markets.
Images are representative of gameplay and do not reflect actual screenshot pixelation.

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©2003 VIACOM INTERNATIONAL INC.

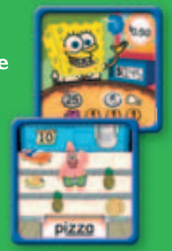
Dora the Explorer™

¡Hola! Help Dora and Boots rescue animals and learn 45 pre-kindergarten and kindergarten skills! ¡Vamonos! Let's go!

©2003 VIACOM INTERNATIONAL INC.
CREATED BY STEPHEN HILLENBURG

SpongeBob SquarePants™

Help SpongeBob save the Krusty Crab and play 5 action-packed learning games that teach 45 skills.



LEAPSTER™

Multimedia Learning System Accessories

Recharging System

The Leapster™ Recharging System is the fast, easy and kid-friendly way to keep the Leapster handheld charged and ready for hours of learning play! It's easy! Just insert the included rechargeable battery pack—and then dock your Leapster handheld to recharge the batteries. In less than 3 hours, you're ready for more action-packed learning fun! Also includes AC adapter, so you can power the Leapster handheld directly from an AC outlet!

Includes:

- Recharging dock
- AC adapter
- Rechargeable battery pack

Carrying Case

This protective carrying case holds the Leapster™ handheld, plus 6 software cartridges!

Recharging System and Carrying Case each sold separately.
May not be available in all markets outside of the U.S.

LEAP FROG™

LEAPSTER™

Multimedia Learning System

Parent Guide

www.leapfrog.com

This guide contains important information.
Please keep it for future reference.

WELCOME TO

2nd Grade Musical Menace

Meet The Algorithmics and engage in an extraordinary battle to stop a sinister villain from silencing the music of the world! This Leapster Educational Game teaches essential 2nd grade skills.

1 **Getting Started:**
Insert the cartridge with the printed side facing front. Press the On/Off button to begin.

Sign In

2 Follow the on-screen instructions to sign in. The Leapster™ handheld will store the game information for up to 3 players. To remove a player, touch the "X" button on the screen.

Game Selection Screen

3 The Leapster™ 2nd Grade software has 4 action-packed learning game worlds, a training level, and a Tour Bus area (statistics, tutorials and music options). Touch a map icon with the stylus to enter an area. Players can also use the directional arrows to scroll through and highlight the map icons, then press the "A" button to select. To skip the intro movie, touch the screen with the stylus or press the "A" button.

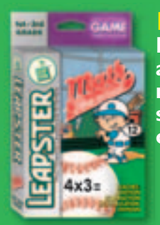
To turn off the background music, touch the Tour Bus icon, then the Music Options (guitar) icon. Select "music on" or "music off" and OK to confirm. This setting will return to "music on" each time the unit is powered on.

All images in this Parent Guide are representative only of gameplay and do not reflect actual screenshot pixelation.

CHECK OUT THE EVER-GROWING

LEAPSTER™

MULTIMEDIA LEARNING SYSTEM LIBRARY!



MATH BASEBALL

It's game time! Use your addition, subtraction, multiplication and division skills to win the baseball championship!

LETTER FACTORY™ VIDEO

Join Leap, Lily, Tad and Professor Quigley on this interactive video adventure to the Letter Factory, where new letters learn their sounds!

MR. PENCIL'S LEARN TO DRAW AND WRITE

Dozens of art tools and more than 100 step-by-step lessons let children draw, write and create anything they can imagine.

TALKING WORDS FACTORY™ VIDEO

Join Leap, Lily, Tad and Professor Quigley on this interactive video adventure to the Talking Words Factory, where letters combine to make words.

Images are representative of gameplay and do not reflect actual screenshot pixelation.

CHECK OUT THE EVER-GROWING

LEAPSTER™

MULTIMEDIA LEARNING SYSTEM LIBRARY!

COMING FALL 2004!

Learning at All Levels

The games in *2nd Grade Multi-Subject* advance through four levels of difficulty. Each level increases in the complexity of both the skills being taught and the facility needed to play the games. For example, players at Level 1 simply identify equations that they think require regrouping. At Level 2, they compute addition equations that require carrying numbers to the tens column. At Level 3, they compute subtraction equations that require borrowing from the tens column. At Level 4, they toggle between addition and subtraction equations that both require regrouping.

How a Tutorial Works

Tutorials may be accessed via the tour bus at the beginning of the game, or via tutorial stations in each game environment. For example, a tutorial for spelling might explain the spelling rule used in that round. In special instances, a tutorial might include an animation to show the spelling rule for "dropping the silent e" or "doubling the final consonant."

Fun surprises, tips and tricks at www.LeapsterWorld.com!

www.leapsterworld.com is the place to go to learn fun game tips and to unlock special surprises using secret codes earned while playing the game.

There are secret codes built into this game. Players earn codes by playing the games and winning the battles! Once you've got a secret code, log onto www.leapsterworld.com to get your fun surprises!

The Algorithmics on Tour

STORY SUMMARY

Meet the Algorithmics, a musical band made up of Yuko, the punky leader; Tomas, the gentle diplomat; Sam, the imaginative all-American girl; and Ato, the cool nerd who loves electronics.

The Algorithmics are performing in a talent show when they notice their musical notes being sucked into the sky. An evil villain named Silencer is trying to steal all the music in the world. Can the kids stop him? There's only one way—they must travel to different parts of the world to collect pieces of an ancient musical instrument. Once Silencer hears the beautiful music it makes, he will understand why music is important. But watch out! There are obstacles and challenges along the way! Can the kids conquer Silencer with the beauty of music?

GAME CONTROLS

Players navigate 1 to 4 characters through assorted environments in this action-adventure game. Players press—

- ◄ and ► to move horizontally across the screen.
- ▲ to climb ladders or vines.
- ▼ to climb down ladders.
- The "A" button to jump or swim.
- The "B" button to play an instrument the character is holding.

Players also use the pen to interact with tutorial screens or statistic screens that show their current progress.

GAME ENVIRONMENTS

The adventure begins on the tour bus, home base of the Algorithmics. Here, players learn the mechanics of play before moving on to the following locations:

- The tropical rainforest
- The air and clouds above the world's tallest mountains
- An underwater coral reef
- The deserts of the Middle East

LEVELS OF PLAY

Each location has four levels of play in which educational questions are asked. At the end of each Level 4, players are challenged to a mini-battle with Silencer. A bonus game may also be unlocked if a player finds all the musical notes at all four levels of a location.

HOW TO WIN

Once players have defeated Silencer in each battle at each location, they unlock his secret hideout, the Isle of Silencer. Here, players review all the subjects they've practiced throughout the game. When they've completed the 4th level of curriculum and gameplay, they battle Silencer in his ultimate vehicle, a massive robot. When the final battle has been won, a surprising turn of events leads to the Algorithmics bringing Silencer to his senses, and—best of all—bringing back the music for all of humankind!

In the Air

HOW TO PLAY

Players are challenged to form correct math equations by jumping on platforms with correct answers or entering numbers into answer blocks. Pulling switches after entering a correct answer opens up more areas to explore and leads to the end of each level.

In the gameplay battle, players must jump into the sky to shoot sound waves at Silencer's flying machine and destroy it.

WHAT'S BEING TAUGHT?

Math Facts/Mental Math: An ability to perform basic computational functions without the benefit of paper.
Level 1: Addition and subtraction of 1- and 2-digit numbers.
Level 2: Addition of 2-digit numbers.
Level 3: Subtraction of 2-digit numbers.
Level 4: Multiplication by 2s, 5s, and 10s.

WHY IS THAT IMPORTANT?

The goal of mental math is to make basic computation almost automatic. This comes not only from practice but also from identifying the patterns of simple math, or what we commonly call "fact families." As children work with fact families, they begin to see the patterns of counting by 2s, 5s, and 10s; or, adding/subtracting 10, 11, or 12 to/from another two-digit number. Young learners may be surprised at how useful mental math will become in daily life when counting out supplies to distribute among classmates, or when tallying money spent at the local candy store.

In the Rainforest

HOW TO PLAY

Players answer multiple-choice questions and identify prefixes, suffixes and roots by jumping on platforms. At the end of Level 4, players find Silencer driving a tractor that scoops dirt and throws it into the air. The object of the game is for players to shoot sound waves into the open claws of the tractor.

WHAT'S BEING TAUGHT?

Comprehension: An ability to extract meaning from print matter.
Level 1: Players identify the main idea and supporting details in a story; players identify the order of story events.

Level 3: Players identify what happens in a story (an effect) and why it happens (the cause); players draw conclusions about story events, make inferences and predict outcomes.

Vocabulary/Word Building: An ability to use word structure and/or context to help understand the meaning of a word.

Level 2: Players identify synonyms and antonyms.

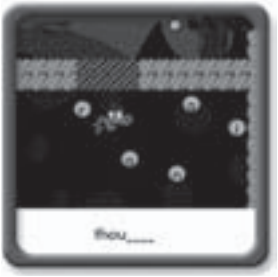
***Level 4*:** Players identify prefixes, suffixes, and base words; players build words, using prefixes and suffixes; players change parts of speech by applying prefixes and suffixes to words.

WHY IS THAT IMPORTANT?

The ultimate goal of reading is to extract meaning from the written word. Toward this end, young readers are taught specific strategies to gather meaning on a variety of levels. Once children have mastered such literal skills as recalling details or putting story events in order, they begin to interpret what they read by drawing conclusions, making inferences, and even predicting story outcomes. At the highest level of understanding, young readers think critically about what they read and make judgments. Of course, it is essential that children have the skills to build their own vocabulary. Breaking down words into their prefixes, suffixes and base words is one great way to gain meaning from new words.

Under the Water

HOW TO PLAY



Players swim to collect letters to spell a word. In the gameplay battle, Silencer arrives in his Octosub, an orb with eight extending arms. The object is to destroy the Octosub by shooting each of the eight arms as they extend.

WHAT'S BEING TAUGHT?

Spelling: An ability to break words down into their sounds and transcribe those sounds in order; an ability to apply the rules and conventions of the language in order to add endings to phonetically regular words and learn to spell phonetically irregular words.

Level 1: Words with silent e; r-controlled vowels (ar, er, ir, or, ur); compounds and words ending in double consonants.

Level 2: Plural form of nouns; adding s; adding es; dropping y and adding ies.

Level 3: Inflected forms of verbs; adding ed, ing and s; doubling the letter when adding ing and ed; deleting the final e when adding ing or ed.

Level 4: Frequently-misspelled words; contractions; silent letters

WHY IS THAT IMPORTANT?

To communicate our thoughts in writing and ensure that our message is understood, it is essential to spell words correctly. Children first learn to spell by breaking down words into their sounds and writing the letters that stand for those sounds. However, our language is not always phonetically regular. Children must also internalize rules to account for the irregularities. To commit these rules to memory takes practice, and what better way to practice than in a fun-filled game environment!

In the Desert

HOW TO PLAY

Players identify and solve regrouping equations by jumping into tubes and entering numbers into answer blocks. Pulling switches after entering a correct answer opens up more areas to explore and leads to the end of each level. In the gameplay battle, Silencer sits inside a vehicle made for drilling. The object of the game is to destroy the vehicle as it goes into or emerges from the ground.

WHAT'S BEING TAUGHT?

Regrouping: An understanding of how to carry multiples of ten to the next column to calculate addition equations; an understanding of how to borrow in multiples of ten from the next column to calculate subtraction equations.

Level 1: Players identify equations that require regrouping.

Level 2: Players calculate addition equations that require regrouping.

Level 3: Players calculate subtraction equations that require regrouping.

Level 4: Players calculate addition and subtraction equations that require regrouping.

WHY IS THAT IMPORTANT?

Understanding place value is fundamental to our system of mathematics and computation. For example, any numeral that represents a number less than 10 belongs in the "ones column;" any numeral that represents a number less than 100 but greater than or equal to 10 belongs in the "tens column;" any numeral that represents a number less than 1,000 but greater than or equal to 100 belongs in the "hundreds column;" and so on. The idea that ten 1s equal one 10 is also key to understanding place value and why it is possible to either carry ten 1s to the tens column as one 10, or borrow one 10 from the tens column and convert it to ten 1s. The very best way to make this clear is to use tangible objects, such as 10 pennies and 1 dime.

Try This at Home:

Reinforcing Vocabulary and Word Building

- Write the following base words on individual index cards and place them in a hat: care(ful/less); help(ful/less); fear(ful/less); thought(ful/less). Pick a word from the hat. Show your child the word and explain that you are going to mime it adding either the suffix –ful or –less. He or she has to guess from your pantomime which suffix you've added. Take turns picking words from the hat and miming them.
- Play "Concentration," using antonyms. Write the following words on individual index cards: big, little, black, white, boy, girl, hot, cold, dark, light, fast, slow, happy, sad, loud, soft, more, less, near, far, over, under, push, pull, rise, sink, top, bottom, win, lose. Shuffle a "deck" that includes 6 pairs of antonyms. Then, place them face down on a table or flat surface and take turns flipping two cards at a time. If the cards are opposites, or antonyms, the player keeps the pair. If the word cards are not antonyms, they must be turned face down on the table and the next player takes a turn. Game play continues until all the cards have been retrieved. The player with the most cards wins.

Reinforcing Spelling Rules

- Use magnetic letters to exaggerate the gestures of "dropping the silent e" or doubling the final consonant to form words with the endings –ed; –ing; –er, or –est. If your letters are color-coded to distinguish between vowels and consonants, point out to your child that you only drop the silent e or double the consonant when you add an ending that begins with a vowel.
- Make a silent e word wheel by cutting out two circles: one with a 5-inch diameter and one with a 7-inch diameter. Write the following words perpendicular to the edge of the 5-inch circle: tub, rod, man, plan, pin, cap, hop, hat, bit, not, cut. Then, write a single e about 1/2" away from edge of the 7-inch circle. Place the 5-inch circle centered and on top of the 7-inch circle and fasten them together through the center with a paper clip. As you turn the outer circle, align the silent e with each of the words you've printed on the smaller circle and have your child read the new words.

Reinforcing Math Facts

- Make a set of flash cards with number facts to 20. Write the equation on one side of the card and the answer on the other side. Drill your child regularly on number facts. Then, ask your child to make a flash card set with you. On the unlined side of the cards, write addition equations, using math facts to 20. On the lined side of the card, ask your child to write the inverse subtraction fact. For example if you write 15 + 3 = 18, then your child will write 18 – 15 = 3.

Reinforcing Place Value and Regrouping

- Relate the idea of two-digit place value to pennies and dimes. Write a number, and then ask your child to use dimes and pennies to show the number, aligning the dimes in the tens column and the pennies in the ones column.
- Have your child choose three numbers, such as 7, 5 and 4. Ask him or her to write as many different two-digit numbers and three-digit numbers as possible, using each number only once.
- To practice addition and subtraction with and without regrouping, use the pennies and dimes from the first activity in this section. Start with a number, such as 53, aligning dimes and pennies in appropriate columns. Ask your child to add 11, then ask how many in all? (64) Have your child take away 22, then ask how many are left? (42) Ask your child to take away 13. Point out that there are not enough pennies in the ones column and ask what needs to be done. Help your child understand that you need to borrow one dime from the tens column to have 10 ones. Have your child complete the problem. Repeat the procedure several times, using different numbers.

U.S./Canada Consumer Service Contact:

Please visit our U.S. Consumer Support Web site at: *http://www.leapfrog.com/support,* or our Canada Consumer Support Web site at: *http://lfcanada.custhelp.com*, 24 hours a day. You can search for frequently asked questions, review your previous questions, or submit a question to our support staff via e-mail.

U.S./Canada Office:

Telephone: (800) 701-LEAP (5327)

Hours: Monday through Saturday, 5:00 AM to 7:00 PM, Pacific time.

U.K. Consumer Service Contact:

Please visit our U.K. Consumer Support Web site at *http://leapfroguk.custhelp.com,* 24 hours a day. You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.K. Office:

Telephone: 0800 169 5435

Eire: 00 44 1702 200244

Hours: Monday through Friday, 9:00 AM to 5:00 PM.

IMPORTANT: Please notify the LeapFrog Consumer Service department of any difficulties before returning this product for any reason. Returns must have a Return Authorization number (RA#) in order to be processed. If the service representative is unable to solve the problem, you will be given instructions on how to replace the product.

Warranty Information

This LeapFrog product is warranted only to the original purchaser for a period of 3 months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials. Repair or replacement as provided under this warranty is the exclusive remedy of the purchaser. LeapFrog shall not be liable for any incidental or consequential damages for breach of any express warranty on this product. Any implied warranty of merchantability or fitness for a particular purpose on this product

is limited to the duration of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state.

During the warranty period, your product will either be repaired or replaced at LeapFrog's option, when returned, shipping prepaid and with proof of purchase date as instructed by a LeapFrog service representative. In the event that your product is replaced, the replacement product will be covered under the original warranty or for 30 days, whichever is longer.

Canada: In addition to the above-referenced warranty, the hardware component shall be free from defects in material and workmanship for 12 months. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights, which vary from province to province.

U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the 3-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some counties do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights under U.K. law, which this warranty does not limit.

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